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**CAPCOM**®

185 Berry St., Suite 1200  
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NINTENDO DS™



**Ace** Miles Edgeworth  
**Attorney**

**INVESTIGATIONS**™

**CAPCOM**®

**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.**

### **WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions  
Altered vision**

**Eye or muscle twitching  
Involuntary movements**

**Loss of awareness  
Disorientation**

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

### **WARNING - Radio Frequency Interference**

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

### **WARNING - Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

### **WARNING - Battery Leakage**

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

## **Important Legal Information**

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

REV-E

*The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.*



Nintendo does not license the sale or use of products without the Official Nintendo Seal.

THIS GAME CARD WILL WORK  
ONLY WITH THE NINTENDO DS™  
VIDEO GAME SYSTEM.

## ⚠ CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.



LICENSED BY



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\*DISCLAIMER: Note that all characters and story are works of fiction.

## PROLOGUE

A full-page illustration of Miles Edgeworth, a prosecutor, standing in his office. He is wearing a red suit jacket over a dark vest and a white ruffled shirt. He has a serious expression and is looking slightly to the right. The background shows a desk with a lamp, a teapot, and a bookshelf filled with books.

My name is **Miles Edgeworth**.  
I am a public prosecutor.

Upon my recent return to my home  
country, I found a dead body and the  
start of a new case waiting for me.

The scene of the crime?  
My office...

\*The characters and laws presented  
in this game are completely fictional.

\*Please note that the screenshots shown  
in this manual may differ from the final game.

### A bold move, but foolish.

I will now do everything in my power to ensure  
that the culprit behind this crime regrets  
ever committing a crime in my office.

The court is not a prosecutor's only workplace.  
I will reveal, beyond any doubt, the truth  
of what happened at this crime scene.

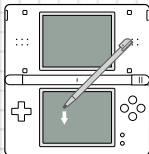
# BASIC CONTROLS

## ▶ BASIC TOUCH SCREEN CONTROLS

There are two ways to use the Nintendo DS stylus.

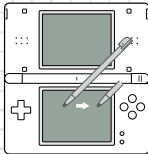
### TOUCHING

The act of lightly pressing the stylus to the Touch Screen is called "touching".



### SLIDING

The act of lightly touching the stylus to the Touch Screen, then moving it across the screen is called "sliding".



When using the Touch Screen:

- ❑ Please only use the included stylus for Touch Screen operations.
- ❑ Please do not use a damaged or misshapen stylus.
- ❑ Please do not press or scratch the Touch Screen with excessive force.
- ❑ Please do not use your nails to operate the Touch Screen.
- ❑ Please do not use the stylus on the Top Screen.
- ❑ Please do not let sand, dirt, food, drinks, etc. get on the Touch Screen.
- ❑ When applying a third-party screen protector, please be sure to read its instructions carefully to ensure that no dust or air bubbles get under the protector.

## ▶ TOUCH SCREEN CONTROLS

All the controls for this game can be performed by using the Touch Screen. Touch the panels displayed on the Touch Screen to advance through the game.

### ▶ Conversation



### ▶ Panel

Touch this to see the next message.

### Logic Panel

Touch this to open the Logic Screen.

→ P. 16

### Partner Panel

Touch this to speak to your partner.

### ▶ Movement



### Organizer Panel

Touch this to open your Organizer.

→ P. 18

### Movement Panel

Touch this to move Edgeworth.

→ P. 12

### Examine Panel

Touch this to examine the object in front of Edgeworth.

→ P. 12

\*In this manual, screenshots of the Top Screen are enclosed in blue, and Touch Screen screenshots are enclosed in red.





# BASIC CONTROLS

## ► BUTTON CONTROLS

This game can also be played by using the buttons.

### INVESTIGATION PART

Control Edgeworth as you investigate the crime scene!

#### L Button

- Open the Logic Screen

#### +Control Pad

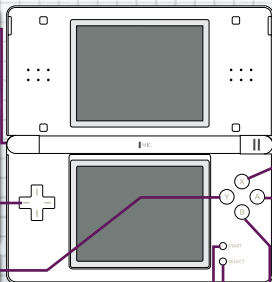
- Move Edgeworth around
- Move the cursor
- Make selections

#### Y Button

- Open the Partner Screen
- Turn on mic  
\*Displays a mic icon
- Switch screens  
\*Displays a switch icon

#### Special Controls

Hold down the **B** Button and use the +Control Pad to make Edgeworth run.



#### R Button

- Open Organizer
- Switch files (when using the Organizer)

#### X Button

- Present evidence
- Connect information (when using Logic)
- Deduce (when Investigating)

#### A Button

- Confirm
- Examine
- Advance messages

#### B Button

- Cancel
- Return to last selection

#### START

- Save your game

#### SELECT

- Not used

### CONFRONTATION PART

Face off directly against suspicious characters!

#### L Button

- Press witness

#### +Control Pad

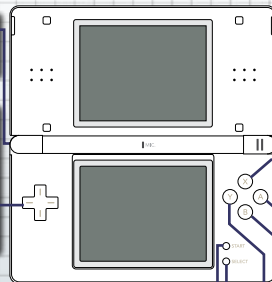
- Rewind or advance testimony
- Select evidence
- Make selections

#### Y Button

- Open the Partner Screen
- Turn on mic  
\*Displays a mic icon
- Switch screens  
\*Displays a switch icon

#### Special Controls

Hold down the **B** Button and use the +Control Pad to make Edgeworth run.



#### R Button

- Open Organizer
- Switch files (when using the Organizer)

#### X Button

- Present evidence

#### A Button

- Confirm
- Advance messages

#### B Button

- Cancel
- Return to last selection

#### START

- Save the game

#### SELECT

- Not used







## STARTING THE GAME

1

Make sure that the power is turned OFF on your system, then insert the Ace Attorney Investigations: Miles Edgeworth Game Card into the top slot. You should hear a quiet “click” sound once the Game Card has been inserted properly.

2

Turn your system ON, and the screen shown on the right will be displayed. Once you have read and understood its contents, please touch the Touch Screen.



3

Touch the Ace Attorney Investigations: Miles Edgeworth panel on the DS Menu Screen to begin the game.

\*The screen shown on the right will only be displayed when using a Nintendo DS or DS Lite.

\*If you are using a Nintendo DS or DS Lite and have your startup mode set to Auto Mode, you will not need to perform this step.



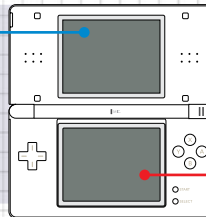
4

For other controls, please see page 9.

Closing your system during gameplay will put the system into sleep mode and minimize battery usage. Opening the system again will cancel sleep mode.

## TITLE SCREEN

At the title screen, a menu will be displayed on the Touch Screen. Make a selection on the Touch Screen to begin playing the game.



### NEW GAME

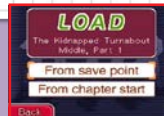
Select an episode you have played before and start playing from the beginning.

\*If you are playing for the first time, only one episode will be available.



### CONTINUE

Resume playing from your last save point, or from the beginning of the most recent chapter.

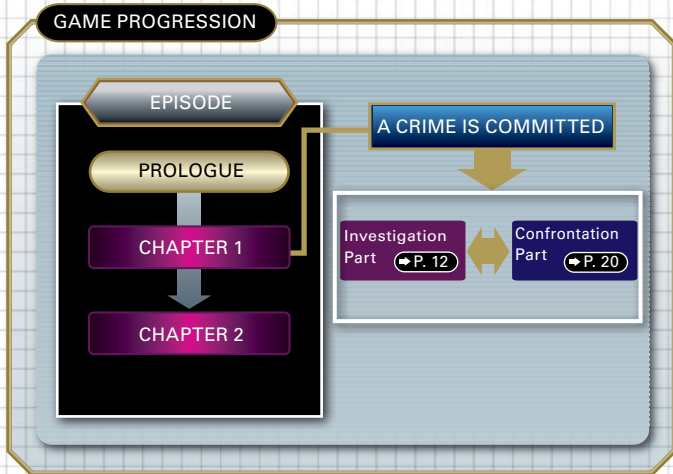




# ADVANCING THE GAME

This game is made up of several independent episodes.  
A single episode involves playing through several Investigation Parts  
and Confrontation Parts in turn.

## GAME PROGRESSION



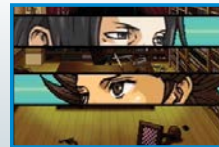
## INVESTIGATION PART ➡ P. 12

Here you will visit various locations connected to the case to gather information and evidence. You can talk to people involved in the case and examine many different places.



## CONFRONTATION PART ➡ P. 20

Upon meeting a suspicious character during the Investigation Part, the conversation will escalate into a Confrontation. Use your collected evidence and information as weapons to uncover contradictions and lies in witness testimony.



## UPON SOLVING A CASE

Once you have solved a case, the episode will be cleared.

- Once an episode is cleared, you will be able to play a new episode.
- When replaying previously cleared episodes, you can keep touching the ► Panel (or hold down the **B** Button) to fast-forward through the messages (although there will be some sections where you will not be able to fast-forward).





# INVESTIGATION PART

During Investigation Parts, you will visit crime scenes, examine them, talk to people there, and gather information and evidence that will help you solve the case.

## ► BASIC SCREEN

At the Basic Screen, you will need to touch various panels in order to control Miles Edgeworth and enter different commands. You can touch the Back Panel in any command to return to the Basic Screen.



### MOVEMENT PANEL

Touch the Movement Panel to have Edgeworth move in that direction.



### EXAMINE

Control Edgeworth and have him examine various objects on the screen.

To examine an object, approach the object you wish to examine and touch the Examine Panel. During important points, the game will switch over to Point Investigation.

→ P. 14

Once you approach an examinable object, the Examine Panel will appear.



### TALK

Talk to people at the current location. To talk to them, approach the person and touch the Talk Panel.

To talk to your investigation partner, touch the Partner Panel. This will take you to the Partner Screen.



Once you approach someone you can talk to, the Talk Panel will appear.

### PRESENT

Present evidence you possess to a person in order to get them to share more information. To present evidence, touch the Present Panel after talking to the person to whom you wish to present.

The Present Panel will only be displayed when you are able to present evidence to that person.



### LOGIC → P. 16

Using "Logic", you can Connect the information you have gathered. Once you have gathered enough information, touch the Logic Panel to check it.

The Logic Panel will only be displayed when you have some information to resolve.



### ORGANIZER → P. 18

You can use the Organizer to view the evidence you have collected as well as the data on people involved in the case. To open the Organizer, touch the Organizer Panel.

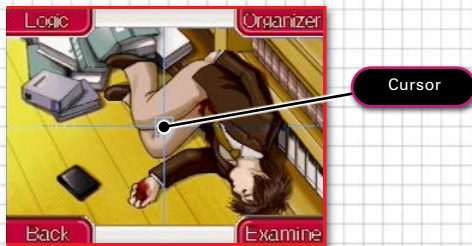
The Organizer Panel will only appear during times when you are able to open the Organizer.



# INVESTIGATION PART

## POINT INVESTIGATION

At certain important points, you will be able to control a cross-shaped cursor and examine suspicious parts of the scene. You will also be able to make deductions based on the evidence and information you have currently gathered in your investigation. When you find a hidden contradiction at a crime scene, be sure to make a deduction.



### EXAMINE

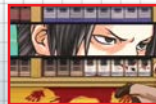
Control a cross-shaped cursor and examine objects on the screen. To examine them, move the cursor to the object you wish to examine, then touch the Examine Panel.

Once you approach an examinable object, the Examine Panel will appear.



### DEDUCE

Point out contradictions between the crime scene and the evidence. To point out a contradiction, place the cursor on the location you wish to point out and touch the Deduce Panel.



## SEARCH THE CRIME SCENE FOR HIDDEN CONTRADICTIONS!

Using the evidence and the information gathered from witnesses, search for contradictions hidden in the crime scene. Once you find one, present it with evidence to gain new information. The smallest clue left at a crime scene can lead to a shocking turnabout.



- 1 Observe the scene of the crime closely and use your evidence as hints to search for contradictions.



- 2 Once you find a location that you think has a contradiction, touch the Deduce Panel! From there, select the evidence that contradicts the situation and present it.



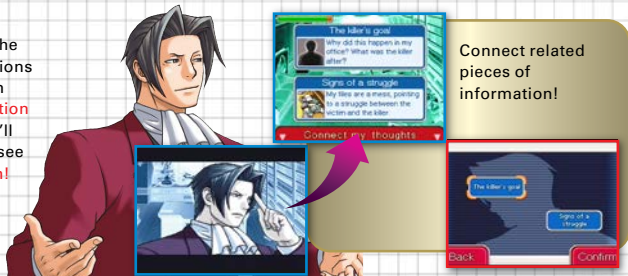
- 3 If you succeed at pointing out the contradiction within the crime scene, you will gain new information. However, if you present the wrong piece of evidence, the Truth Gauge will be reduced, so make sure you're certain before presenting. ➔ P. 22

# INVESTIGATION PART

## ► LOGIC

As you proceed with your investigation, you will need to be aware of even the smallest details in order to track down the truth. Using “Logic”, you can connect two different pieces of information learned over the course of your investigation which may lead the way to brand new information. Make frequent use of Logic to learn as much information as possible.

Follow the connections between **information** and you'll start to see the **truth!**



### CONNECT

Connect two different pieces of information to lead the way to brand new information.

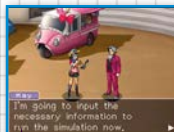
To connect information, select two different pieces of information, then touch the Connect Panel. If you try to connect two pieces of unrelated information, the Truth Gauge will be reduced, so choose your information carefully. ➔ P. 22



Connect related pieces of information!

## ► INFORMATION REPRODUCTION

With “Information Reproduction”, you can use the information gained over the course of your investigation to create a reproduction of the crime scene. By investigating the reproduced crime scene, you can discover new truths that would otherwise remain hidden.



Time has passed since the crime took place...



Use your information and evidence to recreate the crime scene!



Investigate the crime as it takes place and find new, hidden truths!

### INVESTIGATE A REPRODUCED CRIME SCENE

You can investigate people and objects displayed at a crime scene that has been reproduced with “Information Reproduction” just like you can when conducting a normal investigation. Furthermore, the information you gain during these reproductions can lead to parts of the reproduction being updated on the spot.



## ► ORGANIZER

You can use your Organizer to see data on the various pieces of evidence you have collected. Touch the Profiles Panel to view data on all people connected to the case. Touch the Back Panel to close the Organizer.

### Organizer List

Touch a piece of evidence on the List Screen to see detailed information about it.



### Evidence

Touch Evidence to see the Organizer Details.



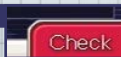
### Organizer Details

Touch the Check Panel to examine the evidence in even greater detail.



### Check

Touch this to move to the Evidence Details screen.

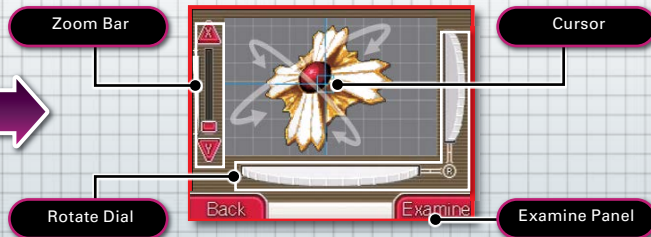


## ► EVIDENCE DETAILS SCREEN

Certain evidence can be examined in even further detail by touching the Check Panel in your Organizer. Slide the rotate dial and zoom bar to observe the evidence from every possible angle.

### Evidence Details Screen

If you find something suspicious, place the cross-shaped cursor on top of it and touch the Examine Panel.



The cross-shaped cursor can also be moved using the +Control Pad. Furthermore, you can also use the X Button and Y Button to zoom in and out, and you can hold down the R Button and use the +Control Pad to rotate the evidence.



# CONFRONTATION PART

During Confrontation Parts, you will need to point out contradictions within the witness's testimony and uncover the culprit's lies in order to help uncover the truth. Use the information and evidence you have gathered to lead the way towards the resolution of the case. Use the two commands well to track down the truth.

PRESS



Touch the Press Panel to question the testimony and put pressure on the witness. There is no limit on the number of times you can do this. By pressing witnesses, their testimony may change, so don't be shy about pressing them.

◀▶ PANEL

Touch the ◀▶ Panels to either go forward or back in the testimony.



"OBJECT" WITH YOUR OWN VOICE!

When you see the mic icon on the screen, it's your chance to shout. Hold down the Y Button to turn the mic on, then face towards it and shout to press the witness or raise an objection.



Y Button



PRESENT



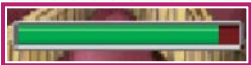
If you find a contradiction between a suspect or witness's testimony and the evidence data collected in your Organizer, touch the Present Panel to open the Organizer and present them with the evidence.

## GAME OVER

The green gauge shown on the top left of the screen is the Truth Gauge.

### TRUTH GAUGE

If you make a mistake that takes you further away from the truth, the gauge will be reduced. If the gauge becomes completely empty, the game will end.



### Points where the gauge will be reduced

- When you make a mistake connecting information at "Logic"
- When you present the wrong evidence, make the wrong choice, and so on



### Points where the gauge can be restored

- Clearing an Investigation Part will restore 50% of your total gauge
- Clearing an episode will completely restore the gauge



## ENDING THE GAME

### ► SUSPENDING THE GAME

Press **START** to bring up the Save Screen and save all the information you have gathered up to that point. The next time you start the game, you will be able to resume playing from that point.

*\*In general, you will be able to suspend your game while at any screen that lets you open your Organizer.*



### ► CLEARING AN EPISODE

An episode will come to an end once you solve its case. Once the episode has ended, a new episode will be added to the Episode Selection Screen.



### ERASING YOUR DATA

If you hold down the **B** Button and **R** Button while loading Ace Attorney Investigations: Miles Edgeworth, your game data will be erased and you will lose all of your progress. Once erased, your data can never be recovered, so be very careful not to erase it accidentally.





## CHARACTER INTRODUCTIONS

*Miles Edgeworth*

**MILES EDGEWORTH**

**Prosecutorial Prodigy**

The prodigious prosecutor of the district attorney's office. Ever since undergoing a certain experience as a child, he has had an unusually high intolerance for crime. Although he used to be known as a cold and ruthless prosecutor who would do anything to achieve a guilty verdict, the influence of his close friend, a certain defense attorney, helped show him the error of his ways. He has since changed his style, and now works tirelessly to pursue the truth behind a case. After getting caught up in a certain case, he has begun an investigation to uncover the truth.

*Dick Gumshoe*

**DICK GUMSHOE**

**Precinct Detective**

A detective with the local precinct, he handles the first stage of murder investigations. He tends to run around a lot during investigations, and has been known to rashly jump to conclusions at times... However, his passion for investigating is stronger than anyone else's, and has the utmost trust in Edgeworth.

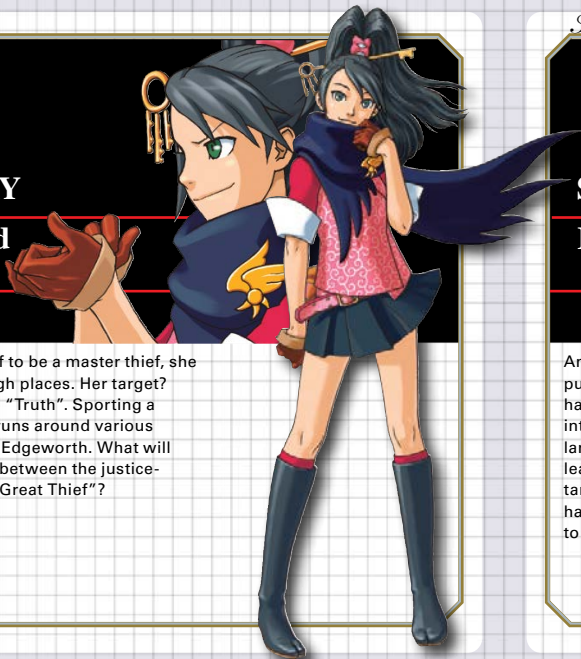
## CHARACTER INTRODUCTIONS

*Kay Faraday*

**KAY FARADAY**

**Self-Proclaimed  
Great Thief**

A girl who considers herself to be a master thief, she also enjoys festivals and high places. Her target? A “treasure” known only as “Truth”. Sporting a dashing black muffler, she runs around various crime scenes together with Edgeworth. What will become of the relationship between the justice-loving Edgeworth and the “Great Thief”?

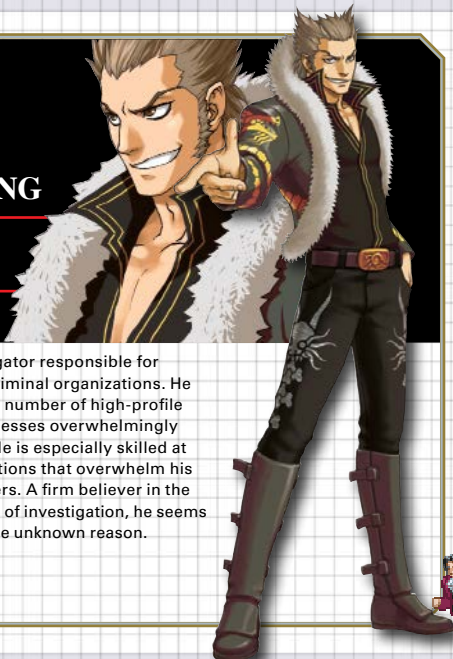


*Shi-Long Lang*

**SHI-LONG LANG**

**Elite Interpol  
Agent**

An elite international investigator responsible for putting a stop to countless criminal organizations. He has single-handedly solved a number of high-profile international cases, and possesses overwhelmingly large amounts of charisma. He is especially skilled at leading large-scale investigations that overwhelm his targets through sheer numbers. A firm believer in the hands-on, do-it-yourself style of investigation, he seems to dislike prosecutors for some unknown reason.



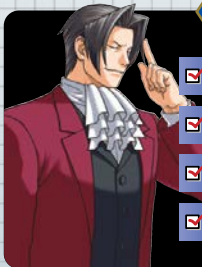
## HINTS

### INVESTIGATION PARTS



- ☒ Visit various locations
- ☒ Examine all sorts of objects
- ☒ Talk to everyone you can
- ☒ Try presenting people with evidence

### CONFRONTATION PARTS



- ☒ When in doubt, press the witness
- ☒ Take another look at your Organizer
- ☒ Try digging deeper into suspected lies
- ☒ Try asking a friend for help

## CREDITS

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## ► WARRANTY

### 90-DAY LIMITED WARRANTY

CAPCOM U.S.A., INC. ("CAPCOM") warrants to the original consumer that this DS cartridge from CAPCOM shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, CAPCOM will replace the DS cartridge free of charge.

#### To receive this warranty service:

1. Notify the CAPCOM Consumer Service Department of the problem requiring warranty service by calling (650) 350-6700. Our Consumer Service Department is in operation from 8:30 a.m. to 5:00 p.m. Pacific Time, Monday through Friday.
2. If the CAPCOM service technician is unable to solve the problem by phone, he/she will instruct you to return the DS cartridge to CAPCOM freight prepaid at your own risk of damage or delivery. We recommend sending your DS cartridge certified mail. Please include your sales slip or similar proof of purchase within the 90-day warranty period to:

#### CAPCOM U.S.A., INC.

Consumer Service Department  
185 Berry St., Suite 1200  
San Francisco, CA 94107

This warranty shall not apply if the DS cartridge has been damaged by negligence, accident, unreasonable use, modification, tampering or by other causes unrelated to defective materials or workmanship.

#### REPAIRS AFTER EXPIRATION OF WARRANTY

If the DS cartridge develops a problem after the 90-day warranty period, you may contact the CAPCOM Consumer Service Department at the phone number noted

previously. If the CAPCOM service technician is unable to solve the problem by phone, he/she may instruct you to return the defective DS cartridge to CAPCOM freight prepaid at your own risk of damage or delivery, enclosing a check or money order for \$20.00 (U.S. funds) payable to CAPCOM. We recommend sending your DS cartridge certified mail. CAPCOM will replace the DS cartridge subject to the conditions above. If replacement DS cartridges are not available, the defective product will be returned to you and the \$20.00 payment refunded.

#### WARRANTY LIMITATIONS

ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY DISCLAIMED. IN NO EVENT SHALL CAPCOM BE LIABLE FOR SPECIAL, INDIRECT, CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States and Canada only. Some states and provinces do not allow limitations on how long an implied warranty lasts or exclusions of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may have other rights, which vary from state to state or province to province.

#### ESRB RATING

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at [www.esrb.org](http://www.esrb.org).

CAPCOM U.S.A., INC.,

185 Berry St., Suite 1200, San Francisco, CA 944107

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